Controlled Hunt Application Worksheet

To Complete the Application Worksheet

Enter name, date of birth, and complete 11-digit number hunting license number for each person on the application.

Enter the complete four digit hunt number (not hunt area) of your first and second choice (optional). Controlled hunt numbers are found in the left hand column of the controlled hunt tables.

The hunt numbers are subject to change, so be sure to use a current brochure **when applying for any deer, elk, pronghorn or black bear** controlled hunts.

A single payment, either cashier's check, money order, certified check, or personal check, may be submitted to cover fees for all applications in the same envelope when using the controlled hunt worksheet and applying by mail. If a payment is insufficient to cover fees, all applications will be voided.

Remember: Do not mail cash. Do not include tag fees with controlled hunt application for deer, elk, pronghorn or black bear.

Application worksheets may be mailed, with proper fees, to any Fish and Game office. The main office is Idaho Department of Fish and Game, P. O. Box 25, Boise, ID 83707.

1st Choice Hunt Number (Do not use hunt area)			2nd Choice Hunt Number (Do not use hunt area)		
How Many Hunters are Applying?					
(Single application for deer, elk, pronghorn, bear, moose, goat, sheep, or turke	ey)				
NAME #1					
DATE OF BIRTH			TE \$1 FEE TC izens Against P		
HUNTING/COMBO LICENSE NUMBER			Y	N	
EMAIL:					
Group application for deer, elk, pronghorn, bear, moose, goat, sheep, or turke	av)				
NAME #2	.97				
DATE OF BIRTH					
HUNTING/COMBO		7			
.ICENSE NUMBER L		_	T		
		_			
Group application for deer, elk, or pronghorn only)					
IAME #3					
DATE OF BIRTH					
HUNTING/COMBO		_			
ICENSE NUMBER			\neg \neg		
EMAIL:		_			
Group application for for deer, elk, or pronghorn only)					
NAME #4					
DATE OF BIRTH					
M D Y					
IUNTING/COMBO					
EMAIL:					

Results: it is the responsibilty of the hunter to find out whether he/she was successful in drawing a controlled hunt.